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Please read the instructions before starting the game.

SAUCER MAN™

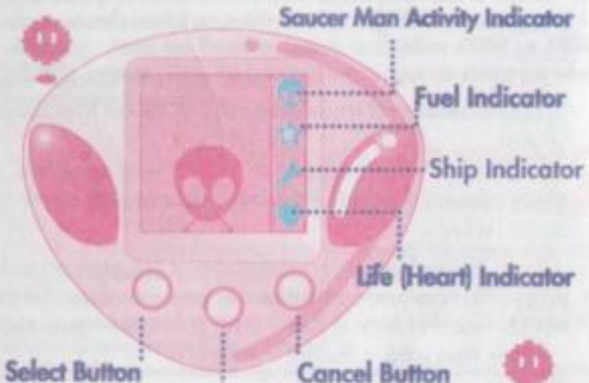
an intergalactic quest to save his species!

Ages 7 and up

MADE IN CHINA

Saucer Man Instructions

① Screen and Buttons



② Icons

Saucer Man Activity Indicator:
flashes when Saucer Man calls you or if an event is occurring.

Fuel Indicator:
flashes when the fuel supply reaches 12 units or less.

Ship Indicator:
flashes when the ship's condition level is 4 or less. The lower the number, the more serious the damage is. The goal is to keep the Ship Indicator as high as possible.

Life (Heart) Indicator:
flashes when you have only one heart remaining. You must have at least one heart remaining for Saucer Man to live.

★Pausing the Game

The game can be paused by placing the game in Clock Mode. To place the game in Clock Mode, press the **Decision** button while in the Main Screen. The time is then displayed and the game is paused. To resume gameplay, press the **Decision** button.

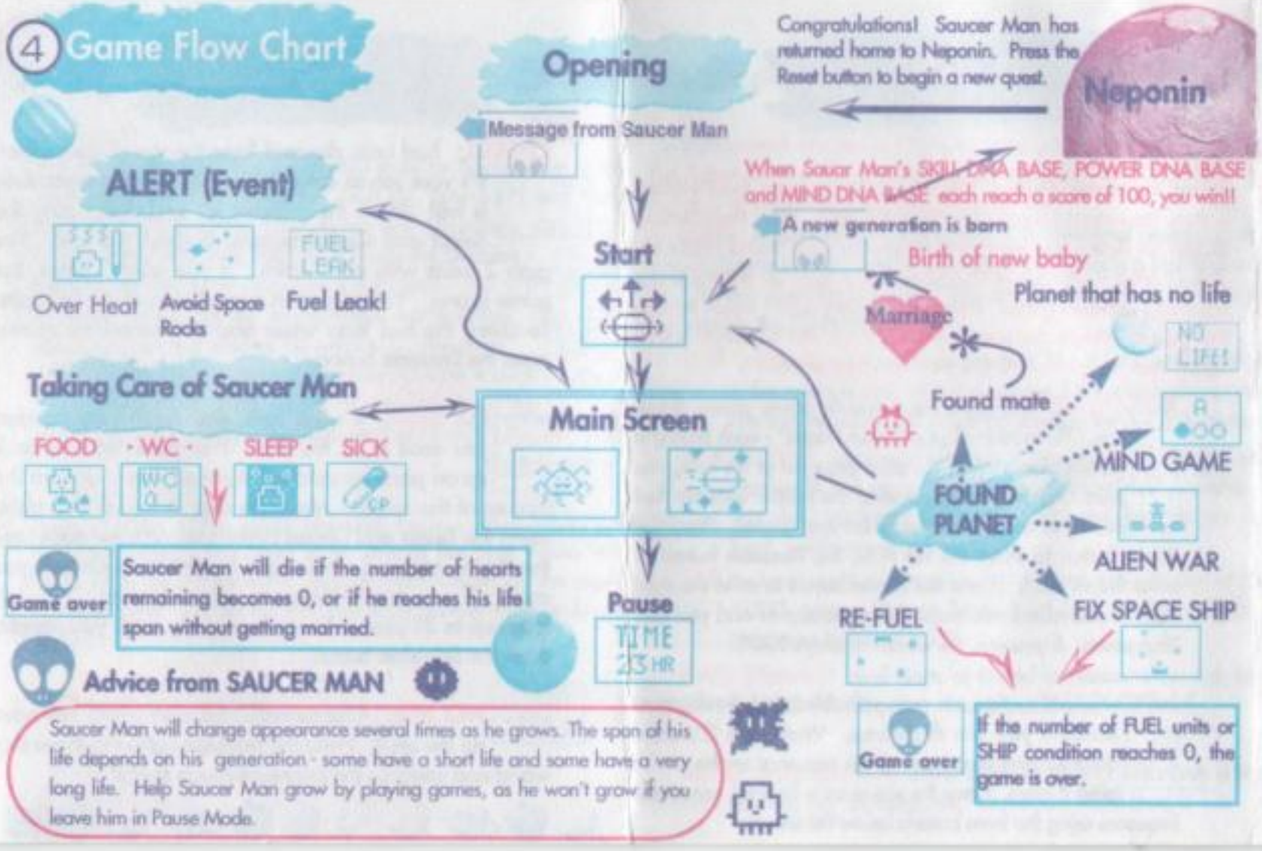
★Controlling the Sound

Press the **Cancel** button while the screen is in Clock Mode to turn the sound on/off.

③ Game Overview

Saucer Man comes to you from a planet called Neponin, a paradise rich in natural resources unlike any other planet. But Neponin has toxic chemicals in its atmosphere that have broken down the immune systems of Saucer Man's fellow Neponians, leaving his species nearly extinct. Other alien races have tried to inhabit Neponin, but none have survived. Saucer Man realizes that the only chance of survival on Neponin is to create a new alien race that is stronger, wiser and has superior DNA to any other existing race. So, he has set forth on a quest to save his species. But he needs your help to navigate from planet to planet in search of other aliens with whom he can start a new species! You'll need to create several generations of aliens, each being stronger than the last, before your generation of Saucer Man is superior enough to return to Neponin and thrive.

4 Game Flow Chart



Advice from SAUCER MAN

Saucer Man will change appearance several times as he grows. The span of his life depends on his generation - some have a short life and some have a very long life. Help Saucer Man grow by playing games, as he won't grow if you leave him in Pause Mode.

5 Starting the Game

1. Remove the plastic strip from the battery cover on the back of Saucer Man by gently pulling it. You must remove this protective strip to activate the battery.
2. Gently press the **Reset** button on the back of Saucer Man, using the end of a paper clip or a similar object. The display activates and the game enters Clock Mode, with the Hour screen flashing.
3. Adjust the hour by pressing the **Select** button, then set the correct hour by pressing the **Decision** button. The Minute screen flashes.
4. Adjust the minutes by pressing the **Select** button, then set the correct minutes by pressing the **Decision** button. The clock is now set and the game begins.

Playing the Game

The game begins with the following message from Saucer Man:

DISEASE IS KILLING MY RACE. I MUST LEAVE THIS PLANET. MY FUTURE GENERATIONS WILL GROW STRONG AND RETURN.

When the message finishes scrolling across the screen, Saucer Man's space ship starts to travel. Choose the direction in which you would like the space ship to travel by pressing the **Select** button to travel left, the **Decision** button to travel straight ahead or the **Cancel** button to travel to the right. While the ship is traveling, the display will alternate between Saucer Man and his space ship. (Note: Saucer Man looks different when he's traveling through space than he does when he calls for your attention.)

Resetting the Game

You must reset the game:

- if you wish to start the game over
- after you have replaced the battery
- if the display is not functioning properly

To reset the game, gently press the **Reset** button on the back of Saucer Man using the end of a paper clip (or similar object).

⚠ WARNING:
CHOKING HAZARD-Small parts
Not for children under 3 years

Requires one Lithium battery - CR2032 (included)

6 Taking Care of Saucer Man

Saucer Man will call you when he needs your attention. An alarm will sound and the Saucer Man Activity Indicator will blink on the screen. Press the Decision button to determine what Saucer Man needs. If you ignore him for more than 15 minutes, you will lose 1 heart. If you respond quickly, you will gain 1 heart (maximum number of hearts is 4). Saucer Man may call you for the following reasons:

FOOD: Press the **Decision** button to feed Saucer Man. If you do not respond to his hunger, you will lose 1 heart.

WC: Short for water closet, or bathroom. Press the **Decision** button to take Saucer Man to the bathroom. If you do not respond to his needs, you will lose 1 heart.

SLEEP: Saucer Man needs to sleep too! He'll let you know when he's tired. Press the **Decision** button to let him sleep. He may sleep for just a few second nap, or for longer periods. If you do not let him sleep when he needs it, you will lose 1 heart.

SICK: Press the **Decision** button to give Saucer Man medicine when he's sick. If you do not respond, you will lose 2 hearts.

7 Responding to Intergalactic Events

As you accompany Saucer Man on his journey through space, a wide variety of events occur which require your help to resolve. An alarm sounds and the screen displays **CHECK** when an event is occurring. Press the **Decision** button, and either **ALERT** or **NEW WORLD** appears. Press the **Decision** button again to determine what type of event is occurring.

ALERT

Each type of event requires you to play a different game before you can proceed on the journey. Press the **Decision** button to start the game. If you do well in the game, Saucer Man will gain valuable Skill points. You will face the following events:

SPACE ROCK: avoid space rocks by moving the space ship up, using the **Select** button, and down, using the **Cancel** button. Each time a space rock crashes into the ship, you lose 1 Ship point. If you do not respond to the space rock event within 15 minutes of when it occurs, you will lose 1 heart.

OVER HEAT: you need to guess the correct temperature for the ship. Adjust the temperature using the **Select** button to raise it and the **Cancel** button to lower it. Press the **Decision** button to enter your guess. The screen will indicate whether your guess is **"HOT"** or **"COLD"**. You have six chances to guess the correct temperature. If you win, the screen displays **OK!** If you lose, you lose 1 Ship point. If you do not respond to the ship overheating within 15 minutes of when it occurs, you will lose 1 heart.

FUEL LEAK: the longer you take to respond to the fuel leak, the more fuel the ship loses. You can avoid losing fuel if you respond within 1 minute of the leak occurring by pressing the **Decision** button. The screen displays **FIXED**. Press the **Decision** button to check the number of units of **FUEL LOST**. Press the **Decision** button again to return to the **Main Screen.**

7

New World

When the screen displays **CHECK**, and you press the **Decision** button, the screen may display **NEW WORLD**. Press the **Decision** button to determine what adventure this new world holds for Saucer Man - each possibility listed below must be dealt with by playing a different game! Press the **Decision** button again to start the game. When the game is over, press the **Decision** button again and the space ship will leave the new world.

ALIEN WAR: This game lets you build power points, if you win. The screen displays three "holes" - each hiding a hostile alien. When an alien pops out of his hole, you must "strike" him by pressing the button beneath that hole (similar to the popular mole hunting game). Press the **Select** button to strike the left hole, the **Decision** button to strike the middle hole and the **Cancel** button to strike the right hole. If you miss three times, the game is over and you lose Ship points. If you win, the screen displays **100%**.

MIND GAME: You can gain valuable Mind (intelligence) points if you win this game. Watch the 3 circles carefully and keep track of the sequence as the circles blink 7 times. Once the sequence is finished, repeat the sequence using the three buttons below the screen.

7

RE-FUEL: Fuel units descend from the top of the screen - it's your job to catch them until the ship's gas tank is full! Move the receptor left and right, using the **Select** and **Cancel** buttons, to catch the fuel. You gain 2 units with each catch. If you miss 3 times, the game is over. You can catch a maximum of 48 fuel units. To check the fuel load when you've finished the game, press the **Decision** button.

FIX SHIP: It never fails, you don't have the part you need to fix the ship! This game lets you stock up on parts by catching them as they rise from the bottom of the screen. Move the ship to the left and right, using the **Select** and **Cancel** buttons to catch the parts until the ship is repaired. You gain 1 point for each part you catch. If you miss 3 times, the game is over. You can catch up to 31 parts. To see how many parts you caught, press the **Decision** button.

NO LIFE: Occasionally, the new world will have no life on it. Press the **Decision** button to leave that world and continue the journey through space!

7

MATE: If you encounter a potential mate for Saucer Man, press the **Select** button to check her Skill (S), Power (P) and Mind (intelligence) (M) levels. The screen will alternately display **WED YES?** and **WED NO?** Press the **Decision** button when the option you want is displayed.

If Saucer Man is still too young to get married, the potential mate will decline his proposal. The mate may also decline his proposal if he doesn't have enough Skill, Power and Mind points accumulated. If the marriage is not to be, the ship departs that world.

3=good
2=ordinary
1=not good

If Saucer Man's proposal is accepted, the two aliens marry and a baby is born. The baby alien inherits the Skill, Power and Mind levels of his parents. The parents remain on the planet and the space ship leaves with the baby Saucer Man on board to continue his father's quest.

8 Checking Game Status

You can check the game status from the main screen by pressing the **Select** button, then pressing either the **Select** or **Decision** button to scroll through the following parameters:

FUEL: Maximum fuel units is 48. If the fuel level reaches 0, the game is over. UNITs will decrease if there is a fuel leak and you don't fix it quickly. You can increase the FUEL level by winning the RE-FUEL game.

SHIP (damage): Maximum points is 31. If SHIP level reaches 0, the game is over. Points decrease if the ship is damaged. You can increase SHIP points by winning the FIX SHIP game.

HEART (life): Maximum number of hearts is 4. If HEART level reaches 0, the game is over. HEART level will decrease if you don't take care of Saucer Man when he calls you for food, medicine, etc.

SKILL: Level starts at 0 and increases when you win any of the ALERT games (Space Rock, Fuel Leak or Over Heat). Maximum skill level is 15.

PWR (Power): Level starts at 0 and increases when you win the ALIEN WAR game. Maximum Power level is 15.

MIND (intelligence): Level starts at 0 and increases when you win the MIND game. Maximum Mind level is 15.

8

BASE S (Skill DNA): Level starts at 0, and doesn't increase until a new generation of Saucer Man is born.

BASE P (Power DNA): Level starts at 0, and doesn't increase until a new generation of Saucer Man is born.

BASE M (Mind/Intelligence DNA): Level starts at 0, and doesn't increase until a new generation of Saucer Man is born.

AGE: Saucer Man's age will increase as the game progresses. His appearance will also change several times before he reaches his adult form. Each time a new generation of Saucer Man is born, the age returns to 0.

Ending the Game

When Saucer Man's SKILL DNA BASE, POWER DNA BASE and MIND DNA BASE each reach a score of 100, you win!!

The game ends if you lose all of the hearts, if the space ship is destroyed (FUEL or SHIP levels reach 0), or if Saucer Man grows older than his natural life span without getting married. If this happens, don't despair - press the Reset button and start all over again on a new Saucer Man adventure!

9 Replacing the Battery

If the game screen becomes unstable or blurry, it's time to replace the battery. Follow these steps:

1. Remove the screw from the battery cover.
2. Slide the cover to remove it.
3. Remove the existing battery and dispose of it properly.
4. Place a new CR2032 Lithium battery in the battery slot. Be careful to match the + and - signs with the markings on the battery case.
5. Replace the battery cover and tighten the screw.
6. Gently press the Reset button on the back of the game, using the end of a paper clip or similar object.